

Terra Caravan

First Dig Edition

Welcome to the card game edition of "TERRA CARAVAN-First Dig Edition". You(=Player) are the skilled gold digger wandering for a silver, gold and jewels, treasure of inestimable value!

Players compete for a TP(Treasure Point).

Just as original "TERRA CARAVAN" game apps, you can dig blocks at once using SKILL cards.

As a new function, you can interrupt other diggers using BOSS BLOCK cards. Aim to the core of the earth, you guys get ready? Let's DIG!

Packing list

Pone x 4



Dice x 1
(six-sided/
below ↓, below ↓, below ↓, right →, left ←,
★=random/Dig anywhere ↔↑↓→)



Instructions
JPN/ENG



ARTIFACT card
10 cards/4 type



TREASURE card
60 cards/10 type



BLOCK card
24 cards/5 type



BOSS BLOCK card
6 cards/1 type



Aim

3 round a game.
Player who gains a highest
treasure point(TP) is a winner.

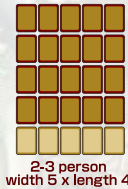


How to Play (in a round)

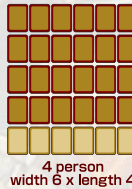


(1) Align BLOCK cards

Shuffle the BLOCK cards
and align it in face down
due to number of players.



2-3 person
width 5 x length 4



4 person
width 6 x length 4

(2) Align ARTIFACT cards

Align ARTIFACT cards face up in the bottom row, under the BLOCK cards zone.
In this game, the first row of card is called "surface" and the bottom row is called "the depth".

(3) Determine the order

Submit each other "the deepest place I visit, recently", make it clockwise from the best player.
From the 2nd round, turn order in "farthest digger from the depth(goal)".

(4) FIRST DIG

The beginning of the round is called "FIRST DIG".
Put your pone anywhere in 1st row of BLOCK card and draw the card which you placed it.

※During the FIRST DIG, you cannot place the pone to BLOCK which other player already placed it.
※You cannot use skill during the FIRST DIG.



(5) DIGGING

After "FIRST DIG", select an act below at your turn.

•Throw dice to dig.

→Dig in dice's direction and draw a BLOCK card which your pone reached.

•Use skill.

→Use a TREASURE card's skill. Used TREASURE card must be dispose to the pile.

※If you couldn't go forward in dice's direction, you must STAY at same spot. BLOCK card's effect will apply even in STAY.

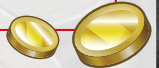
(6) Gain ARTIFACT card!

Session ends when the 1st player reached to the depth. Winner draw a pone placed ARTIFACT card as a goal bonus. Refill new ARTIFACT card in open space. Acquired TREASURE cards will carry over to next round.

TIPS! [My pone is enclosed in BOSS BLOCK, how can I escape?]

Only random pip of dice could escape to above.

※When the game is over, maybe you can avoid future risk if you treat kindly to other players...



(7) Game over, wins and losses

A game closes after you repeat (1) to (6) steps for 3 round. The sum of TREASURE card and ARTIFACT card is your gained points, player who gets a top score is a winner!

Producer / Game Design : Takehiro Shimazu
Planning /Co-produce : Digroad inc. Takehiro Noma
Art Coordination : Keisuke Miyama
Card edition design : Tetulow
Writing Coordination : Nozomu Toyokawa
Artist : Hajime Sato , kuzumochi
Package Design : Yumm Sakai , Takehiro Shimazu
Special Thanks : All of Cloud Founders

Enjoy game apps,
too!

Terra Caravan

Available on the App Store

Google play

